FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

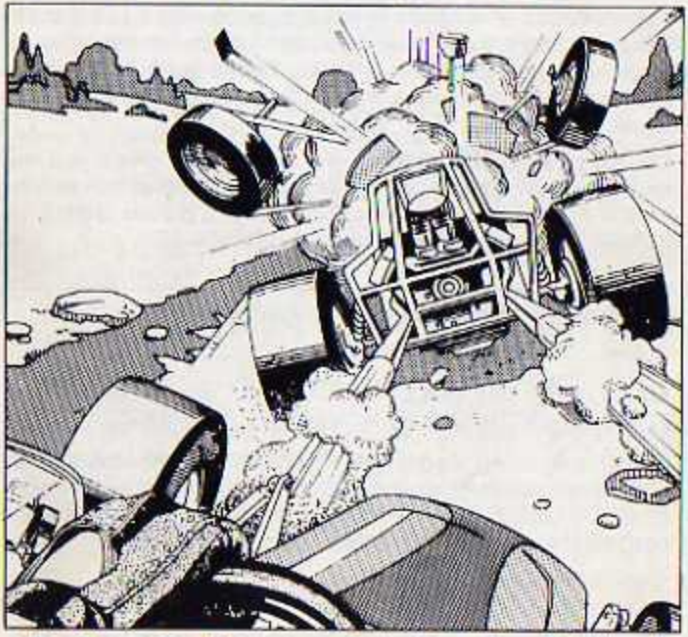
Guide No. 14366

CARTRIDGE INSTRUCTIONS

Bump 'n' Jump™

No. 2440

Use with: • Coleco's Expansion Module #2
• ColecoVision® Controllers • Super Action™ Controllers



• For One or Two Players • Select from Four Skill Levels

COLECO

GAME DESCRIPTION

BUMP 'N' JUMP™ is no ordinary driving game! There are new twists in this road race that combines the bumper-bouncing action of a demolition derby with the speed and skillful maneuvering of a Grand Prix.

Maneuver your way out of a tight spot, then put the pedal to the metal, step up to 220 mph and pull away from the pack. Bump into other cars on the roadway to send them crashing. Jump to clear water hazards or to vault over an opponent. Land on other racers to earn points and eliminate them from the competition.

Race through all kinds of roadways, each with its own set of hazards. You'll travel over wide four-lanes, narrow causeways and oddly jagged two-lanes. Watch out for dangerous center islands, dirt piles dropped by the dump trucks and small water hazards.

Coleco's Expansion Module #2 driving unit gives you the feel of a real road race. Whether you're a driver of Indianapolis 500 class, or a beginner with a learner's permit, BUMP 'N' JUMP™ has a challenge to fit your driving skill.

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

If you are using Expansion Module #2, assemble it as shown in its owner's manual. Connect the module to Port 1 of the ColecoVision® console or ADAM™. Connect a hand controller to Port 2. Turn power ON.

One-Driver Game

Driver uses Expansion Module #2 or a hand controller connected to Port 1.

Two-Driver Game (Alternating Drivers)
Drivers take turns using Expansion Module #2; or Driver 1 uses a hand controller connected to Port 1 and Driver 2 uses a controller connected to Port 2.

NOTE: If you are using Expansion Module #2, it is useful to use Pause to freeze the game until the new player has settled into the equipment.

Driver 1 goes first and drivers take turns. Each turn lasts until a racer is wrecked or a roadway pattern is completed. Play then shifts to the next driver.

Choose Your Challenge

Press the Reset Button (Cartridge Reset on ADAM™) and the Title Screen appears on your TV. Wait for the Controller Option Screen to appear. Press the appropriate keypad button to select the type of controller you will be using.

Then the Game Option Screen appears. It shows a list of options for selecting number of players and skill level:

Skill 1 is the easiest, just right for beginning drivers with permits.

Skill 2 is harder. Opponent cars are harder to bump —no leisurely Sunday drive!

Skill 3 is even harder! You'll need sharp eyes and quick reactions!

Skill 4 is the toughest challenge of all!

Make your choice by pressing the corresponding number button on either controller keypad.

USING YOUR CONTROLS

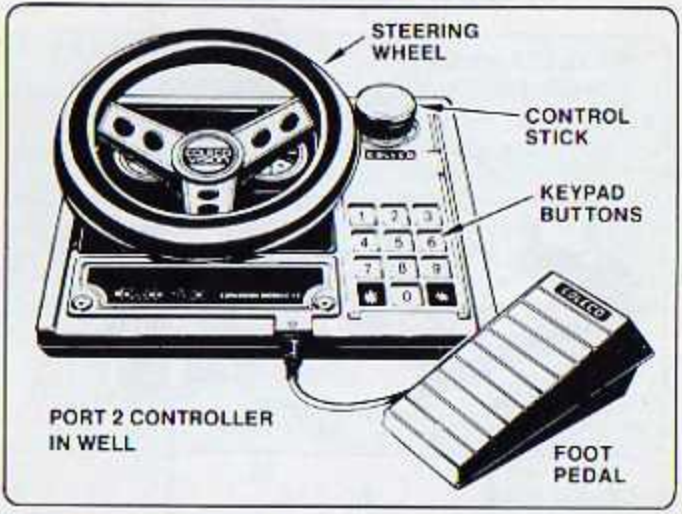
Keypad

Before the race gets started, use keypad buttons to select the type of controller, the number of drivers and the skill option. After the game is over, press * to replay your game option; press # to go back to the option screen to choose another challenge.

PAUSE Feature

To pause the action during a game, press * on your controller. The game screen disappears and the theme song continues to play. When you press * again, the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

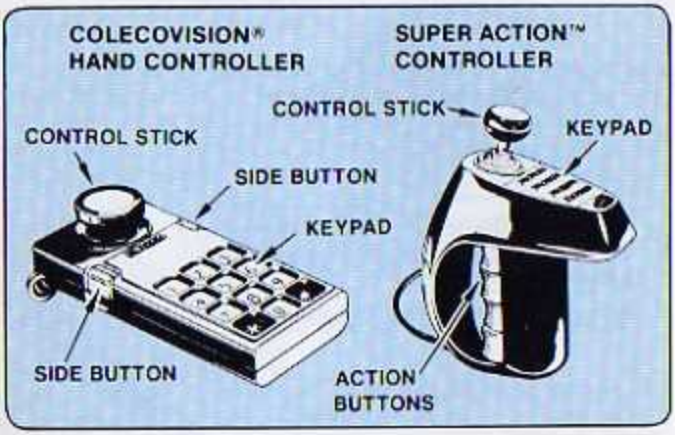
When Using Expansion Module #2:



1. **Steering Wheel:** Turn the wheel clockwise to move your racer to the right; turn the wheel counterclockwise to move it to the left.

2. **Foot Pedal:** Press the Foot Pedal to accelerate. Release the Foot Pedal to maintain current speed.
3. **Control Stick (ColecoVision® Controller):** Press the Control Stick up (away from you) or down (toward you) to jump.

When Using ColecoVision® or Super Action™ Controller:



1. **Control Stick:**
   Press the Control Stick left or right to move your racer in the selected direction. Press the Control Stick up (away from you) to increase your speed. Release it to maintain your present speed. Press the Control Stick down (toward you) to decrease to a minimum speed.

   NOTE: Your racer will coast at the same speed until it bumps an object or jumps. It then changes speed.

2. **Side Buttons (Standard Controller):**
   Press either Side Button to jump.

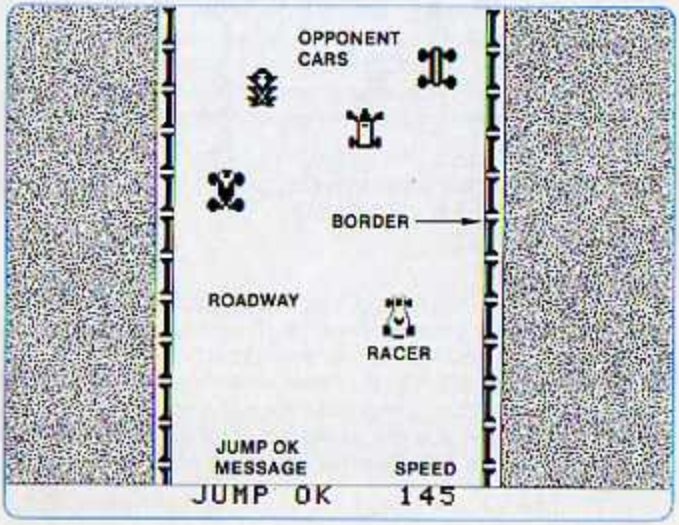
3. **Yellow and Orange Action Buttons (Super Action™ Controller):**
   Press the Yellow or Orange Action Button to jump.

   NOTE: On the Super Action™ Controller, the Speed Roller and Purple and Blue Action Buttons are not used.

HERE'S HOW TO PLAY

Seasons Greetings

There are 20 different roadway patterns in BUMP 'N' JUMP™. To complete a pattern, you must race through a tricky, treacherous course! Each pattern begins on the roadway and ends at the gas pump, where you refuel before the next leg of the race. When you've concluded Pattern 1, each successive pattern takes you through a season of the year: spring, summer, fall, winter and so on. The upcoming season is indicated on the scoring screen. Every pattern contains different hazards, each more difficult than previous ones. How far can you cruise through the year?



Players, start your engines!

The race is on! As the game begins, your red racer is at the bottom center of the roadway. Traffic is heavy, with opponent cars on your left and right. More cars will appear ahead of you and behind you as you move down the road. Press the Control Stick up (away from you) and your speed increases. Pull it down (toward you) and your racer slows down. **If you are using ColecoVision® Expansion Module #2, press down on the Foot Pedal to increase speed; let up on the pedal to decrease speed.** Now that you have the feel of your controls, you're ready to use your skill, strategy and nerve to score points and leave the competition in the dust!

Bumper Cars

Eliminate your opponents by bumping their vehicles with your racer and forcing them off the road. They crash and you earn points. But use caution! When you bump, you can **lose** speed. If you are hit from behind, your racer speeds up, but you can veer off course. If you drive too near a border, you can be bumped into it by an opponent car and . . . crash!

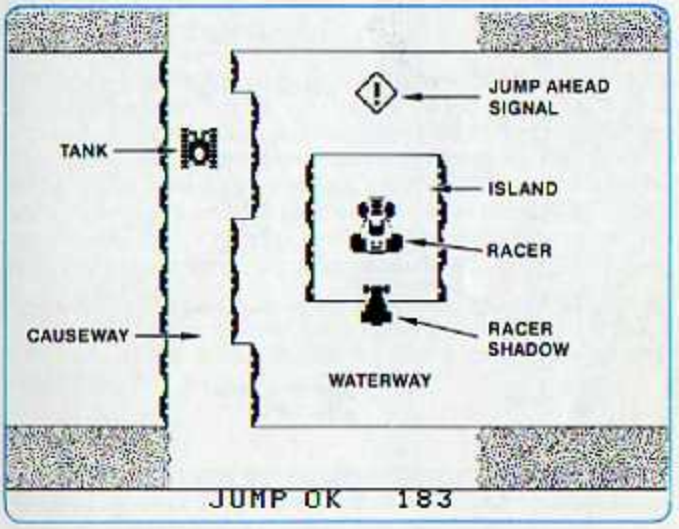
Racing Tip: Set up a chain reaction by bumping opponent cars into each other, while you stay safe in the center of the road! Would we steer you wrong?

Jump to it!

If you can't bump 'em—jump 'em. When your speed reaches 100 mph or more, your racer can turn into a magnificent flying machine. Jump over cars or any hazard in your path. The **JUMP OK** signal will let you know when you're moving fast enough. Press either Jump Button on the controller and it's up, up and away! **If you are using ColecoVision® Expansion Module #2, push the Control Stick up or down to jump.**

Your racer can be steered left or right even while airborne. Land on an opponent to eliminate it and earn points, with no damage to your own car. As with bumping, your car slows down during a jump or when you land on a competitor, so be sure to get your speed up again!

Racing Tip: Pull back on the Control Stick or release the Foot Pedal to slow down during a jump—sometimes it's necessary!

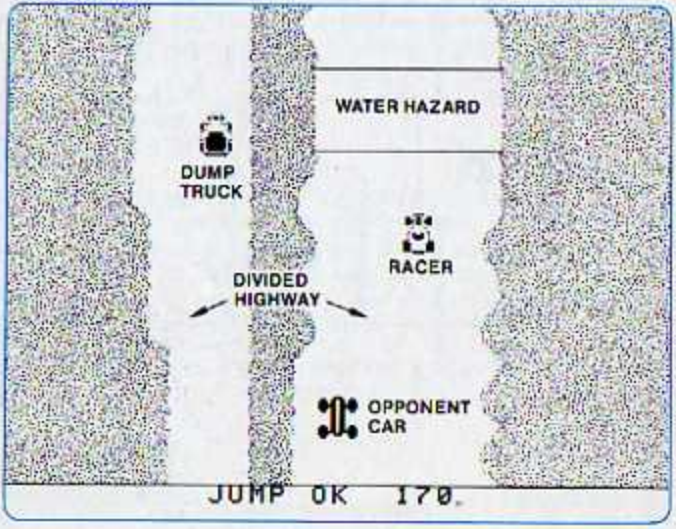


Road Hogs

In addition to opponent cars, there are two other types of vehicles on the road that pose a hazard to your racer. Dump trucks drop loads of dirt in your path, causing your racer to crash. Heavy, lumbering tanks knock you farther than you bump them, and can send you into a dangerous skid!

Waterway to go!

When you hear a beeping sound and see the **Jump Ahead** signal on the screen, be warned that a waterway lies dead ahead! There's only one way to avoid ending up in the soup —jump! Remember, your racer must be going 100 mph or more. Sail over the water and try to land safely on the road on the other side.



Stay alert, though! Sometimes it will take multiple jumps to reach the other side, as there may be one or more small islands between you and the roadway. Hop from island to island and be ready to jump when you land! If you don't make it, you lose a racer.

Playing it safe

Surprise! There's an extra bonus, a special reward for safe and skillful driving. If you make it through a season without eliminating **any** opponent cars, you get 50,000 bonus points!

Racing Tip: Swerve **carefully** around cars when you're going for the big points. Watch out for obstacles in the road. Hitting any of them means a sure smash-up!

The End Of The Road

When all your red racers have been eliminated, your total points appear on the scoring screen. Push the Jump Button within five seconds to continue your game. **If you are using ColecoVision® Expansion Module #2, push the Control Stick up or down to continue your game.** Your score returns to zero, and you receive five new racers, but you'll start the new competition at the beginning of the same pattern you were in when your last racer crashed.

If you do not wish to continue your last race, press * after the Game Over screen to replay your game option. Press # to return to the Game Option screen and choose another challenge.

Reset

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

SCORING

To score points, you must eliminate opponent cars, either by jumping and landing on them or by bumping them into borders so they crash.

ACTION COMPLETED	POINTS
Opponent car eliminated	200–500
Jumping onto an island	1000
Pattern completed bonus	Cars eliminated X 300–500
Safe driving bonus	50,000

Points are also accumulated for distance traveled along the roadway. A bonus racer is awarded at every 30,000 points.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing BUMP 'N' JUMP™, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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